# Orbit

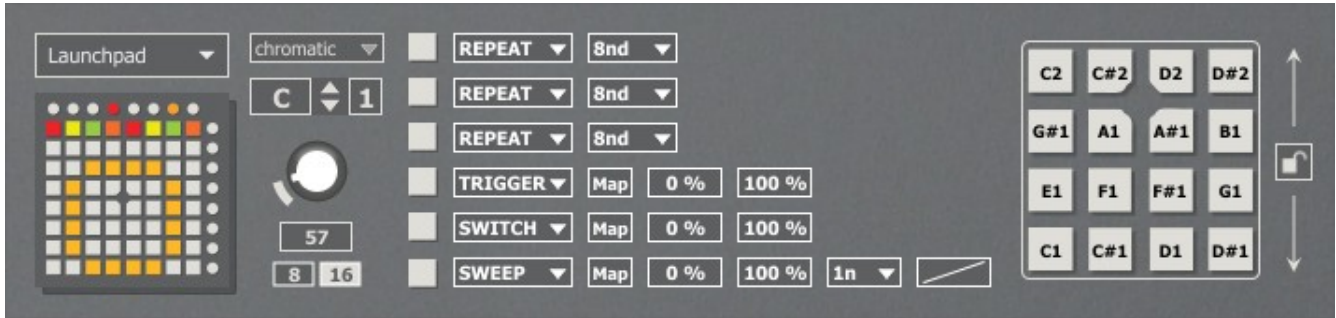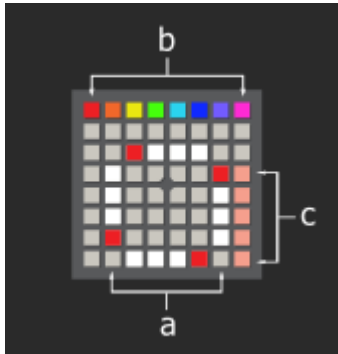## ldmdesign.org



Orbit is a circular step sequencer created for live performance. It was designed to overcome the limitations of an 8x8 grid to create a sequence of 16 steps. It includes live performance tools such as beat-repeat and effect triggers. There are a lot of hidden features without involving a complex menu system.

## Table of Contents

# The Orbit



a) **The Orbit** – The circular sequencer begins with the row at the top and flows clockwise. If the transport is running, you can see the LED indicator go around. You can sequence for the currently selected note.

b) **Note selector** – Each note has its own sequencing circle and its own colour for clarity when programming drums. The corresponding midi note is shown and edited on the device GUI, and can be set to a scale.

c) **Velocity** – Edit the velocity for the last pressed note. The velocity can also be set without turning a note on or off (see below).

# Function Buttons
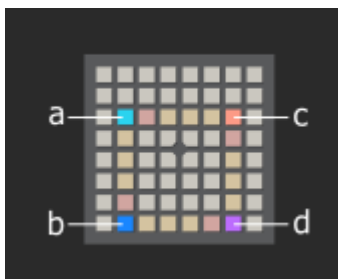


a) **Sequence Length (individual)** – The length of the sequence for that particular note only can be changed by holding this button and then pressing where you would like the sequence to end. The minimum sequence length is 2 beats.

b) **Sequence Length (global)** – This is as above, but will set the sequence length for every note.

c) **Velocity Set** – When you hold this button and press any pad, you can then set the velocity level for that pad. The note will not be affected, so you can change the velocity while the device is playing through.

d) **Mute/Clear** – Holding this button will mute output from the device. Double-tapping this button will clear the entire sequencer for all notes.
If the save or load button is held down, pressing this button will clear all of the presets on the device.

# Fingerdrumming

The pads inside the circle can be used for fingerdrumming, or performing extra notes live to the already playing loop. The 2 bottom rows correspond by default to the 8 sequenced notes, and the next 2 rows are a continuation of whatever scale is set. All of these notes can be edited on the GUI. This expands the device from being restricted to only 8 notes, and allows for some live action.

# Top Buttons
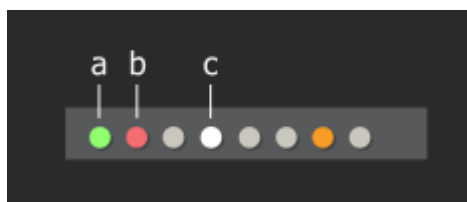


a) **Load** – Hold this button to display the preset slots in the centre of the circle (see below). Press any filled slot to load that preset onto the device.

b) **Save** – Holding this button also displays the preset slots in the centre (see below). Press any slot to save the current sequences to that preset slot.

c) **Play/Stop** – This is connected to Live's transport and will directly play and stop the Live set.

# Presets
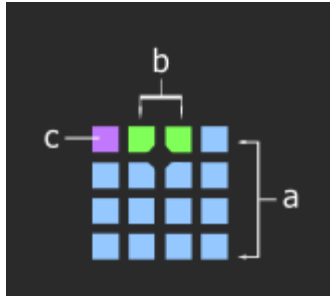


a) **Preset Slots –** When the load or save button is held, the preset slots display in the centre of the circle. There are 16 slots available. These can act as 'pages' so that variations of a sequence can be played back live.

b) **Saved slots** – Saved slots will light up green.

c) **Current preset** – This will light up as yellow (mk1) or purple (mk2).

# Effects
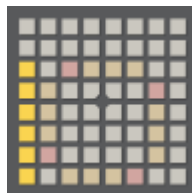


These 6 pads on the left of the circle are effect triggers. Their functions can be set on the device GUI.
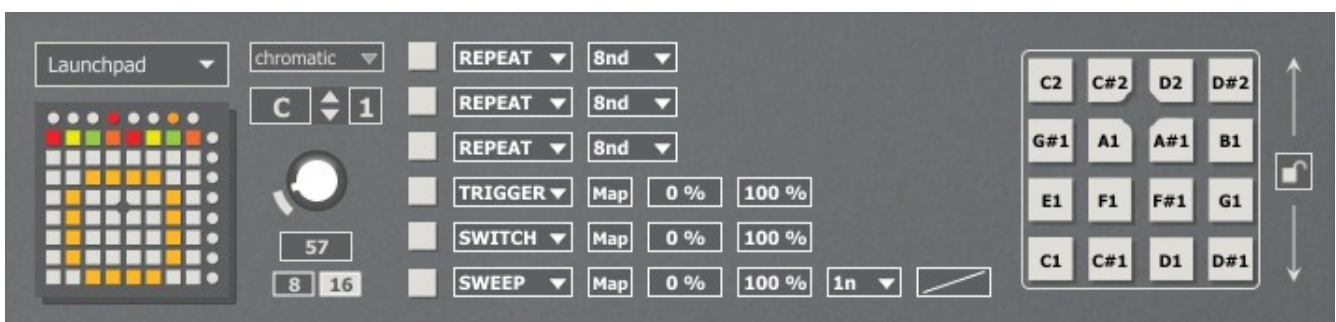
Possible effects are as follows -

a) **Repeat** – This will cause the playback to repeat/stutter the last played note. Set the speed for the repeat.

b) **Trigger** – This will turn the pad into a momentary trigger for any set parameter. Just click map and then click on any parameter within Live. You can also set the values for the on and off position.

c) **Switch** – This will turn the pad into a switch to change any parameter value. Again you can map this to any parameter and change the on and off levels.

d) **Sweep** – This will trigger a timed sweep of the parameter value from the minimum to maximum value set. You can edit the length of the sweep and the curve.